

Evaluation Assignment 4 - Design Support Documents

- Vrushali Shinde

Esports SSBU Stats Application is designed to be a mobile as well as web application for recording the statistics of players during any tournament. This recording i.e the information can be entered in the application during or after the game. The statisticians then can download the same information in the form of a csv file to perform more analysis on it as well as to review it later. The csv file when downloaded and printed can enable them to have a hard copy. Also, the csv file can be read and the Michigan Technological University Esports Athletes profile website can be updated. The application overall performs functionality like data recording, individual player stats display and generating csv for statistician and MTU webmaster. Even the players can view their individual player stats. The application for now is specifically limited to Super Smash Bros. Ultimate game.

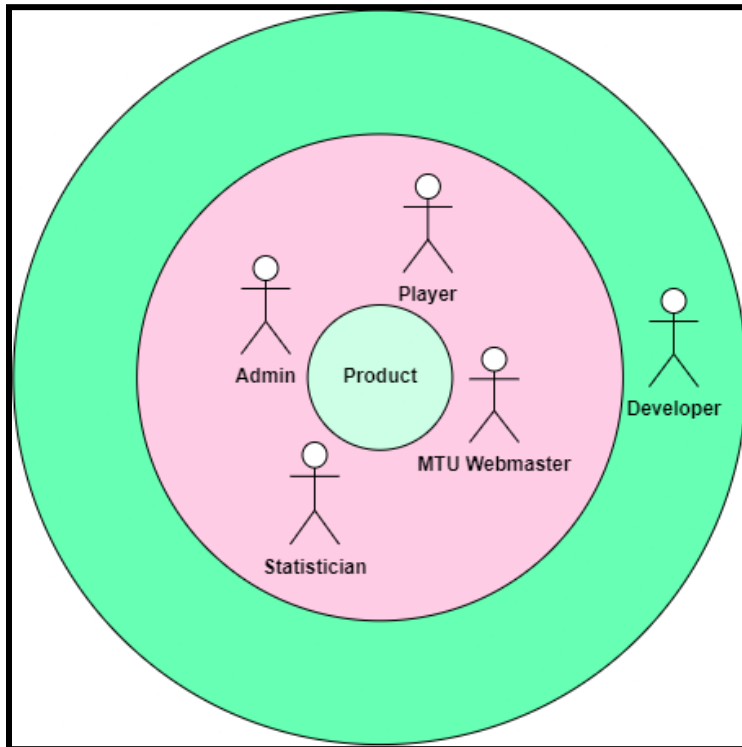
TEAM:

Developers:
Aakash Gunda
Austin Keene
Colin VanDelden
Ellyse Angus
Jamarri Jackson
Max Jorgensen

UI Consultant	Scientist	Professor
Vrushali Shinde	Kaitlyn Roose	Prof. Robert Pastel
Vishnu Rapuru		

STAKEHOLDER ANALYSIS:

1. Onion model of stakeholder::



2. Description of each stakeholder::

a. Admin:

- i. The admin is the backbone of the application. Admin can control the access of the users when it comes to this application.

b. Player:

- i. The players are the most active stakeholders.
- ii. These stakeholders are specific to Michigan Technological University and further more specific to the SSBU game.

c. Statistician:

- i. The statistician is an individual or utmost a group of two people who are MTU students.
- ii. The statistician records the statistics of the SSBU player during or after the match and then creates an analytical spreadsheet for that individual so that it can be viewed later and the performance can be analyzed.

d. MTU Webmaster:

- i. The webmaster is not so specifically related to this application, it still comes under primary stakeholders because the CSV is downloadable by webmaster and this is used to update the Michigan Tech Athlete Profile Website.

All the above mentioned stakeholders do come under the primary category. The reason being that they interact directly with the product i.e. the EStats Application which is exactly the definition of primary stakeholders. MTU webmaster can also be considered as a secondary stakeholder based on the definition as we can see it in a way that the statistician can give the downloaded csv.

e. Developer:

- i. The developers are seen to be the secondary stakeholders as they do interact with the primary ones to take any input and changes if they want.

f. Scientist and Professor:

- i. The scientists are seen to be the secondary stakeholders as they do have interactions with the primary users and also self observe and suggest changes to the developer if they feel so.

3. Stakeholder's goal influence table::

a. Admin:

Esports Coordinator. Should have familiarity with stat tracking systems. Should be able to add or invite or maybe delete or control rights of users.

b. Player:

Specifically MTU SSBU players. Aim should be to record the individual stats of the game after the results. View the stats of oneself and others as well to analyze the performance for own improvement if any.

c. Statistician:

Aim should be to create spreadsheets for individual players and make it CSV downloadable so that they can download it and have it reviewed later.

d. MTU Webmaster:

Aim should be to keep the Michigan Tech Athlete Profile Website up-to-date as it being a one stop view for all the recognized players.

e. Developer:

Should regularly take feedback from the primary users and see to it that the application remains up to date and then successful user interface interaction.

f. Scientist and Professor:

Should be able to have access to the application so that they can use the same and suggest if any changes are needed to the developers to make it better in its own way.

Summary of the stakeholder's goal influence table:

The stakeholders refers to the people or groups who are directly or indirectly affected by a software application or project. Here everything is specific to the michigan technological associated people only.

In this SSBU EStats project, there are a total of 6 stakeholders so far in the initial stage.

The basic primary stakeholders of this application are the Super Smash Bros Ultimate game players who will use the app to its fullest as they want to record their statistics of the game after the result. This will help them to have a one stop view of all their previous and latest performances and then they can make the necessary improvements to be better.

The next comes the statistician who can be a single person or group of two who are responsible to create the individual spreadsheet so that it can be downloaded as the CSV. The application should be able to allow them to filter with any specifics game or score limit they want or any other pleasure that makes them create the csv in the most user friendly way.

The next is Michigan Technological University Webmaster who is responsible for downloading the CSV and updating the MTU sports athlete website where all the well known players information is available. The EStats app should contain all the information that the webmaster needs to update the profile athlete website.

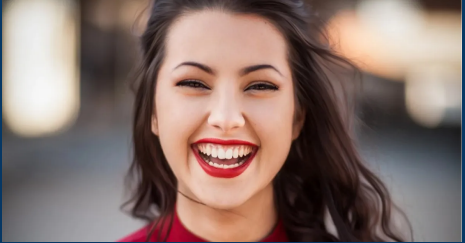
The next is the admin who should be able to have all the access to the application and also can control what user has what rights in the application and can change, add or delete the roles.


Then comes the scientists and professor. They can suggest and provide feedback to the developers as to how the application can be improved.

The developers are the ones who should have a to z knowledge about the application and the technology used to build the same. And should be able to explain properly the uses of the application and see to it that if any updates or feedback changes are implemented to make it better.

PERSONAS:

Name - Jack		
Role with the application - Primary Stakeholder		
Age:	20	
Residence:	LDH, Houghton, Michigan	
Education:	Undergrad, Michigan Technological University	
Occupation:	SSBU Player	
Overall definition of personality:	Lively and reserved.	
Goals:	He should be able to record his game stats in the application during or after the game.	
Behavior:	Jack is someone who is only concerned about his scores and he is only concerned as long as his scores are at one place for him to study.	
Relationship to other people:	Not very talkative but a fantastic player.	
Reviews about application:	He is satisfied with the application.	

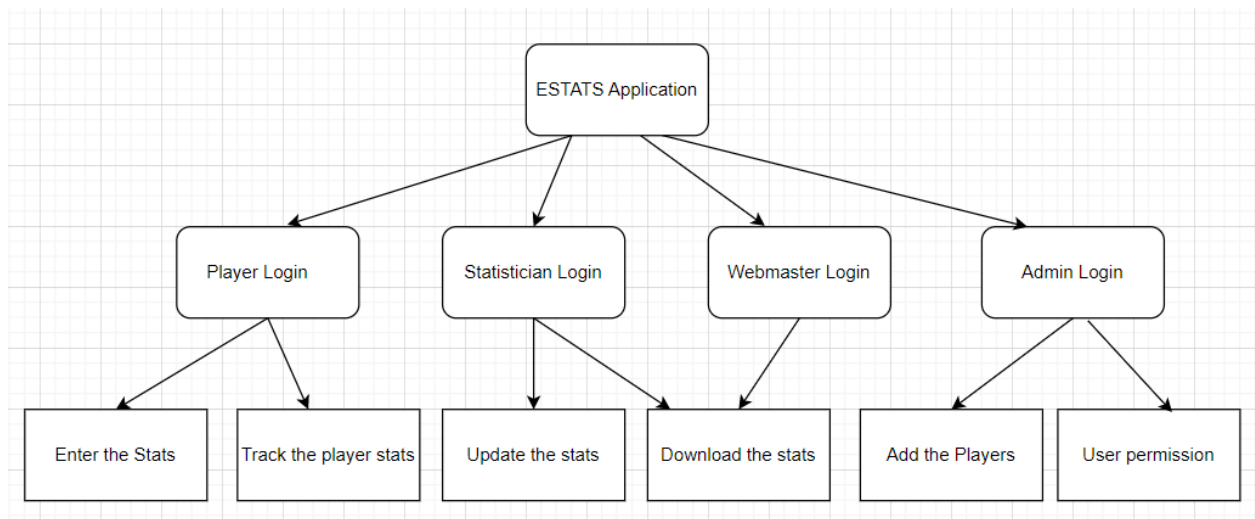
Name - Jill		
Role with the application - Primary Stakeholder		
Age:	19	
Residence:	LDH, Houghton, Michigan	
Education:	Undergrad, Michigan Technological University	
Occupation:	SSBU Player	
Overall definition of personality:	Patient, happy and honest.	
Goals:	She should be able to record her game stats in the application during or after the game.	
Behavior:	Jill is someone who likes to keenly observe the things around her or the things she is using.	
Relationship to other people:	Direct talkative but always in a polite manner.	
Reviews about application:	She feels the application is a little time consuming in the sense that she has to enter the scores explicitly and so provides feedback so that anything can be done fully automatic.	

Name - Tim	
Role with the application - Primary / Secondary Stakeholder	
Age:	24
Residence:	UDH, Houghton, Michigan
Education:	Sports Committee Member, Michigan Technological University
Occupation:	MTU Webmaster
	
Overall definition of personality:	Calm and Intelligent.
Goals:	He should be able to download the csv file so that he can keep the MTU athlete website up-to-date.
Behavior:	Tim is someone who is very disciplined about his work.
Relationship to other people:	Formal and informative talker.
Reviews about application:	He is someone who directly can access an application to download CSV or can get CSV from the statistician is happy as long as he gets the updated file on time and in a neat manner without error .

Name - Tom	
Role with the application - Secondary Stakeholder	
Age:	23
Residence:	UDH, Houghton, Michigan
Education:	Literature Major, Michigan Technological University
Occupation:	Developer
Overall definition of personality:	Hardworking and optimistic.
Goals:	He should have access to the code.
Behavior:	Tom is someone who likes to regularly take updates from his end users and scientists and his mentor professor.
Relationship to other people:	Patient listener and alternative suggestions giver.
Reviews about application:	He takes input as well as sees to it that the application is always up-to-date.



HIERARCHICAL TASK ANALYSIS::



Summary of HTA::

The hierarchical task analysis is the graphical representation of how exactly the application works. It tells us that to access the application, one needs to login and then perhaps as per their login role they have access to the particular functionality. Starting from bottom, the basic level actions i.e user tasks, the middle layer is user access layer and topmost is application interface.

APPENDIX::

1 meeting highlighted points:

- Overall explanation of how exactly the application is expected to work.
- Introduction.
- Discussion of basic level ui interface
- How many roles are going to be there?
- Document helped for user goal document.

2 meeting highlighted points:

- Further discussion of what is done so far
- Possible challenges which could come in way
- Stakeholder analysis
- How can we proceed with further scientist meetings
- How are we planning the ui
- What controls should be given to a specific user